Technics

PCM
DIGITAL PIANO

SX-PR100
SX-PR200
SX-PR300

ENGLISH DEUTSCH FRANÇAIS ESPAÑOL NEDERLANDS ITALIANO

SQF GA21340

Technics

OWNER'S MANUAL
INSTRUCTIONS D'EMPLOI
GEBRUIKSAANWIJZING
BEDIENUNGSANLEITUNG
INSTRUCCIONES DE MANEJO
ISTRUZIONI PER L'USO

Caution

Voltage (except North America and Europe [excluding U.K.])
Be sure the voltage adjuster (located on the rear panel) is in accordance with local voltage in your area before using this unit. Use a screwdriver to set the voltage adjuster to the local voltage.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 21.

IMPORTANT (for UNITED KINGDOM)
THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE:

BLUE — NEUTRAL
BROWN — LIVE

As the colours of the wires in the mains lead of this unit may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

The wire which is coloured BLUE must be connected to the terminal with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal marked with the letter L or coloured RED.

This apparatus was produced to BS 800: 1977.

Vorsicht!

Netzspannung (außer Nordamerika und Europa)
Versichern Sie sich, daß der Spannungswähler auf der Rückseite mit Ihrer lokalen Netzspannung übereinstimmt, bevor Sie das Instrument in Betrieb nehmen. Ist dies nicht der Fall, benutzen Sie einen Minusschraubenzieher, um den Spannungswähler auf die örtliche Netzspannung einzustellen.
Bevor Sie anfangen zu spielen, lesen Sie bitte die Vorsichtshinweise auf Seite 41 dieser Anleitung.

Bescheinigung des Herstellers/Importeurs

Hiermit wird bescheinigt, daß der/die/das

TECHNICS, Model No. SX-PR100/SX-PR200/SX-PR300
(Gerät, Typ, Bezeichnung)

in Übereinstimmung mit den Bestimmungen der

Vfg 1046 / 1984
(Amtsblattverfügung)

funk-entstört ist.
Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeräumt.

PANASONIC DEUTSCHLAND GMBH
Name des Herstellers/Importeurs

Precaución

Tensión (excepto América del Norte y Europa)
Cerciórese de que el ajustador de tensión, situado en el panel posterior, está ajustado al valor de la tensión de su residencia. Efectúe esta comprobación antes de utilizar el piano. Para ajustar la tensión emplee un destornillador para posicionar el ajustador de tensión al valor correspondiente.
Antes de empezar a tocar, lea las precauciones de la página 61.

Attention

Tension (à l'exception de l'Amérique du nord et de l'Europe)
Avant de mettre cet appareil sous tension s'assurer que le sélecteur de tension situé sur le panneau arrière est réglé sur la tension locale. Pour régler le sélecteur de tension utiliser un tournevis plat (−).
Avant toute utilisation, prière de lire l'avertissement apparaissant à la page 81.

Attenzione

Voltaggio (eccetto Nord America e Europa)
Assicurarsi che il cambio tensione, sul pannello posteriore, concordi la tensione con il voltaggio della tensione di rete. Usate nel caso un cacciavite per adattare la tensione.
Prima di suonare vi consigliamo di leggere le indicazioni della pagina 121.

Attentie!

Netspanning (behalve voor Noord Amerika en Europa)
Let er op dat de spanningscaroussel, die zich op het achterpaneel bevindt, op de juiste netspanning staat vóór de piano wordt aangesloten. Gebruik een kleine schroevedraaier om de spanningscaroussel in te stellen.
Voordat u gaat spelen, lees de waarschuwings punten op bladzijd 101 zorgvulding en goed door.

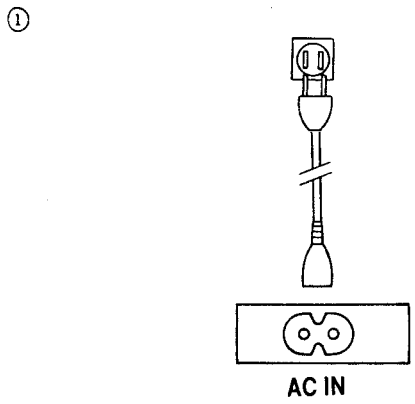
The circled numbers on the separate sheet correspond to the section numbers in this instruction manual.

① Playing Your Technics is Easy!

ENGLISH

Let's get ready.

1. Plug the power cord into an outlet.
2. Turn the **POWER** switch on.

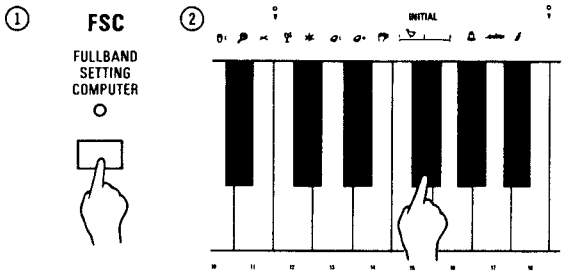


Notes:
- Open and close the cover slowly.
- To move the unit safely, be sure to first close the cover.

Let's set the standard settings <initial mode>.

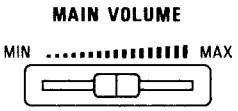
1. Press the **FSC** (**FULLBAND SETTING COMPUTER**) button to turn it on.
2. Press the **INITIAL** key on the keyboard.

- When set to the initial mode, the piano returns to the factory preset settings, and the entire keyboard is set to the **PIANO 1** tone.



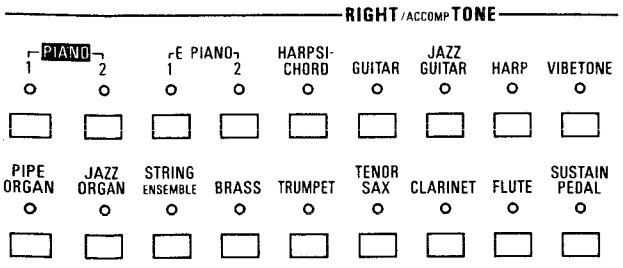
Let's play.

Now let's play a song. Adjust the **MAIN VOLUME** to an appropriate level.

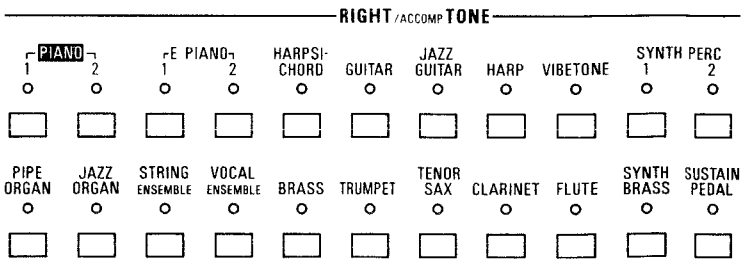


Changing the tones

You can choose from 17 tones on the PR100/PR200 or from 21 tones on the PR300.



(PR100/PR200)

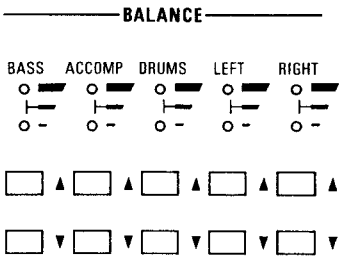


(PR300)

Balance

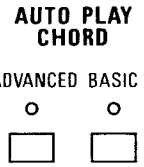
The volumes for the **RIGHT**, **LEFT**, **DRUMS**, **ACCOMP** and **BASS** parts are adjusted with the respective **BALANCE** buttons.

- Volume will increase when a ▲ button is pressed and decrease when a ▼ button is pressed. No sound will be produced if neither indicator is lit.



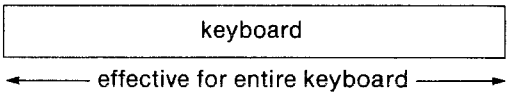
② Playing Modes

This piano has two playing modes: cancel mode and **AUTO PLAY CHORD** mode.

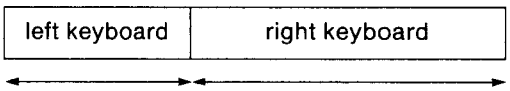


■ **Cancel mode**
This mode is activated when the both the **ADVANCED** and **BASIC** buttons are off. It is used when **AUTO PLAY CHORD** is not required.

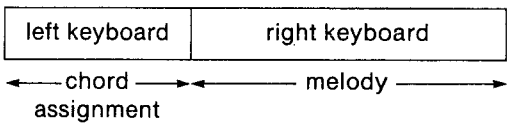
- Normally, the selected tone is effective for the entire keyboard.



- As explained later, when the split function is used, the keyboard is divided into left and right sections for which separate tones can be selected.



■ **AUTO PLAY CHORD mode**
In this mode, playing any chord on the left part of the keyboard will automatically give you the **BASS** and **ACCOMP** as well.
There are two levels of **AUTO PLAY CHORD**, **ADVANCED** and **BASIC**.
- For details on **AUTO PLAY CHORD**, refer to ⑪.

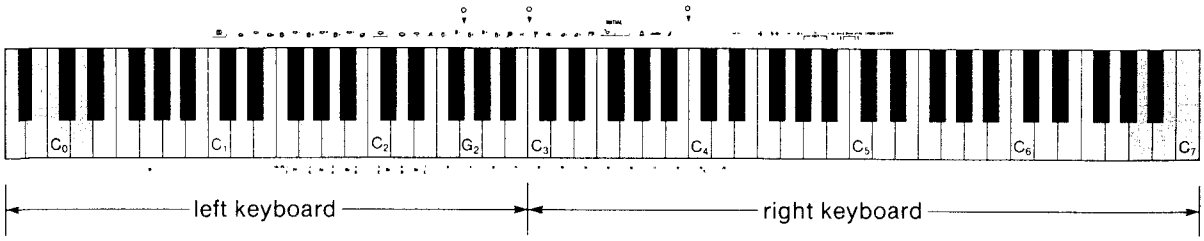


③ Split Function

The keyboard can be split into two parts, left and right, which can be independently set for different tones and effects. Pressing the **KEY SPLIT** button changes the location of the split in this sequence: from G2 up → C3 → C4 → OFF.

- The key at the split location is included in the right keyboard, and the remaining keys comprise the left keyboard.
- The split is automatically set at C3 when an **AUTO PLAY CHORD** mode is selected. The split function is turned off when the **AUTO PLAY CHORD** buttons are turned off.
- When the split function is not activated, the tones and effects set for the right section are effective for the entire keyboard.

■ **Keyboard and split location**
Example: C3 split



(□ is for PR200/PR300)

ENGLISH

④ Right/Accomp Tone

ENGLISH

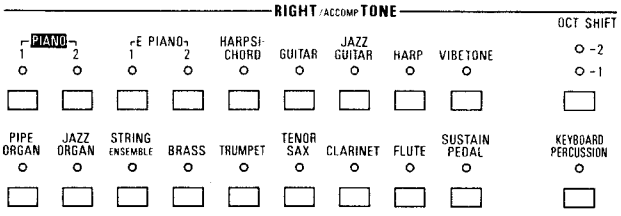
The **RIGHT TONE** block is used when setting the tone and effects for the right part of a split keyboard or for the entire keyboard when it is not split.

- These tone buttons are also used to select the tone when storing the **ACCOMP** part of the **PLAY SEQUENCER** (explained later). (Refer to ⑬.)

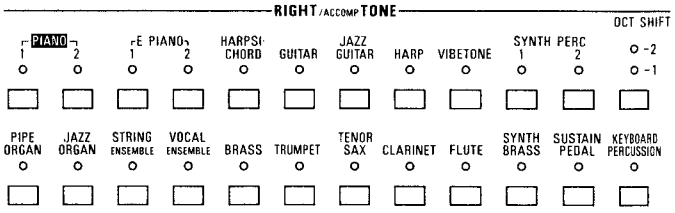
Tones

17 kinds of tones for the PR100/PR200, or 21 kinds of tones for the PR300, can be selected using the **RIGHT TONE** buttons.

- The tones cannot be mixed.
- Each tone features Touch Response, which increases volume when the keyboard is played harder.
- The voice produced for **FLUTE** is raised by one octave, and those for **PIPE ORGAN**, **TENOR SAX** and **BRASS** are lowered by one octave.
- The voices for **PIPE ORGAN**, **TENOR SAX** and **BRASS** played by the keys in the lowest part of the keyboard are raised by one octave. With the **FLUTE** tone of the PR200/PR300, the rightmost key sounds one octave lower.
  When **OCT SHIFT** or **TRANSPOSE** is used, the range of the keyboard over which the octave is raised or lowered changes, affecting even other tones at the outer ranges of the keyboard.



(PR100/PR200)



(PR300)

- The number of notes which can be produced simultaneously is shown below. (When the keyboard is split, the total number of notes which can be produced is the sum of the left and right parts of the keyboard.)
  - ■ Cancel mode (when both the **ADVANCED** and **BASIC** buttons are off): 12 notes.
  - ■ **AUTO PLAY CHORD** mode (when the **ADVANCED** or **BASIC** button is on): 8 notes.

The sounds generated by the digital piano are those of real instruments. However, the range of notes that can be produced is wider than that of the actual instruments. Especially in the bass range, the tones start up slowly. Therefore, for fast-tempo pieces use the treble range for the most effective performance.

Effects

■ SUSTAIN PEDAL

Press the **SUSTAIN PEDAL** button on to activate the sustain pedal. When the **SUSTAIN PEDAL** button is off, the sustain pedal does not function. (Refer to ⑥.)

■ OCT SHIFT

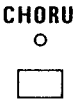
The notes of the keyboard can be changed by two octaves. Each push of the **OCT SHIFT** button shifts the octave as follows: **−1** octave → **−2** octaves → OFF.

- When **OCT SHIFT** is used, depending on the selected tone, some keys at the outer ranges of the keyboard may produce notes in the next higher or lower octave.
- When the mode is changed to an **AUTO PLAY CHORD** mode, the keyboard is automatically set to **−1** octave. When the **AUTO PLAY CHORD** is turned off, **OCT SHIFT** also turns off.

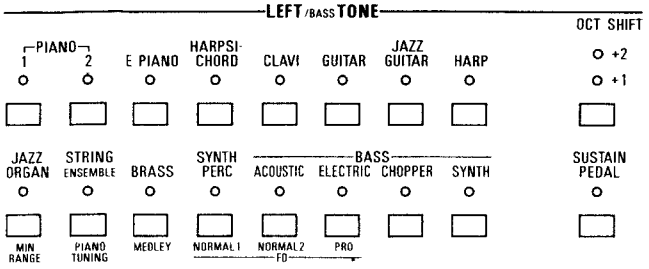
■ CHORUS

Turn on this button for a wide, ethereal chorus effect.

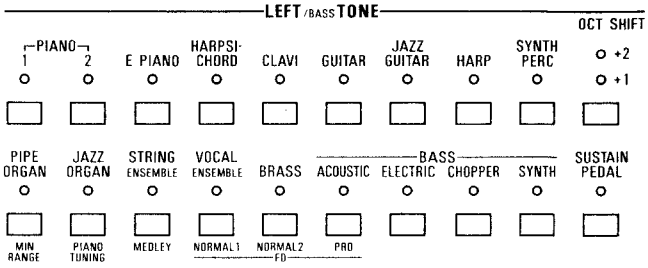
- The **CHORUS** effect functions for both the **LEFT** and **RIGHT** parts simultaneously.



⑤ Left/Bass Tone



(PR100/PR200)



(PR300)

The **LEFT TONE** block is used when setting the tone and effects for the left part of a split keyboard.

- These tone buttons are also used to select the tone when storing the **BASS** part of the **PLAY SEQUENCER** (explained later). (Refer to ⑬.)

Tones

You can choose from 16 tones on the PR100/PR200 or from 18 tones on the PR300.

- Only one **TONE** selection can be made for the left keyboard; tones cannot be mixed.

Effects

■ SUSTAIN PEDAL

Press the **SUSTAIN PEDAL** button on to activate the sustain pedal for the left part. When the **SUSTAIN PEDAL** button is off, the sustain pedal does not function. (Refer to ⑥.)

■ OCT SHIFT

Each press of the **OCT SHIFT** button changes the octave as follows: **+1** octave → **+2** octaves → OFF.
When an **AUTO PLAY CHORD** mode is selected, the left keyboard is automatically set to **+1** octave.

⑥ Pedals

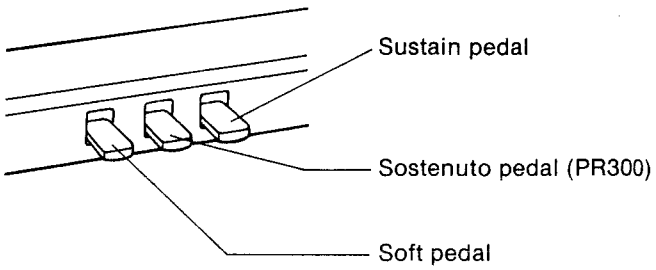
Sustain pedal

The right pedal allows you to turn sustain on and off.
When a key is released while this pedal is depressed, the sound is sustained so that it lingers and slowly fades out.

- This pedal is a four-stage pedal, and the length of the sustain is controlled by the degree to which the pedal is depressed.

Soft pedal

The left pedal can be used as a soft pedal.
When the pedal is depressed, the sound is softer and the volume is lower.



Sostenuto pedal (PR300 only)

The middle pedal is used as a sostenuto pedal. If the pedal is pressed while the keys are pressed, a sustain effect is applied to those notes only.

- For continuous-type tones, such as **PIPE ORGAN**, the notes sound as long as the pedal is pressed.

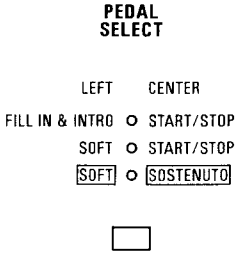
Pedal select

With the **PEDAL SELECT** button, the left pedal and middle pedal (PR300) can be used to activate other functions.

- Refer to ⑨ for details regarding **START/STOP** and **FILL IN & INTRO** functions.

■ PR100/PR200

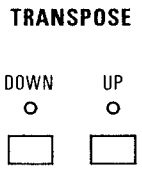
■ PR300



ENGLISH

⑦ Transpose

Suppose you learn to play a song—in the key of C, for example—and decide you want to sing it, only to find it's either too high or too low for your voice. Your choice is to either learn the song all over again, in a different key, or to use the **TRANSPOSE** feature.



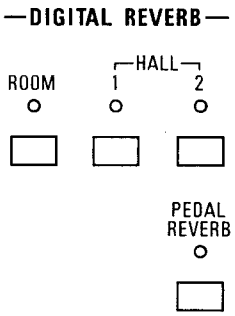
Adjust the key with the **UP** and **DOWN** buttons.

- If the two buttons are pressed at the same time, the key returns to C.
- When a **TRANSPOSE** button is pressed, the transposed key is shown on the **MUSICAL DISPLAY**. A sharp is indicated by 5 and a flat by b. B and D are displayed as b and d respectively.

- When **TRANSPOSE** is used, depending on the selected tones, the sound produced by some keys in the outer ranges may be raised or lowered by one octave.

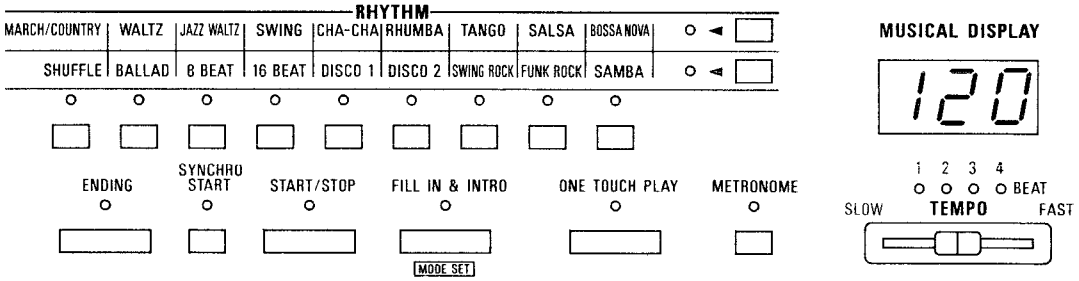
⑧ Digital Reverb (PR300)

DIGITAL REVERB applies a reverberation effect to the sound. Select from four echo types—**ROOM**, **HALL 1**, **HALL 2** and **PEDAL REVERB**.



- When the **PEDAL REVERB** button is on, a slight reverb effect is active. If the sustain pedal is pressed when the **SUSTAIN PEDAL** button in the **RIGHT/ACCOMP TONE** section is on, the reverb effect is stronger.

⑨ Rhythm



The rhythm unit consists of rhythm selector buttons, start/stop devices, beat indicators, and volume and speed controls.

The rhythm is selected by pressing the 2 buttons on the right and the 9 buttons across the bottom of the matrix.

- For some rhythms, a different pattern is produced with the **BASS & ACCOMP 1** (or **2**) and **3** (or **4**) buttons.

The **START/STOP** button instantly starts and stops the drum rhythm. The rhythm always starts on the first beat of a measure. The **BEAT** indicators light to indicate the beat. This helps you relate the drum rhythms to the music and helps you keep track of "where you are" while playing.

SYNCHRO START starts the drum rhythm you've chosen only when a key on the left part is pressed (keys to the left of F2♯ if the keyboard has not been split).

The **DRUMS** buttons in the **BALANCE** section allow you to adjust the loudness of the drums to be in perfect balance with the piano voices.

TEMPO adjusts how fast or slow the rhythm is played.

- The tempo is shown on the **MUSICAL DISPLAY**.

When the **METRONOME** button is turned on, the metronome sound can be used instead of a drum rhythm. Use the **START/STOP** button to turn the metronome sound on and off. Turn the **METRONOME** button off when using a drum rhythm.

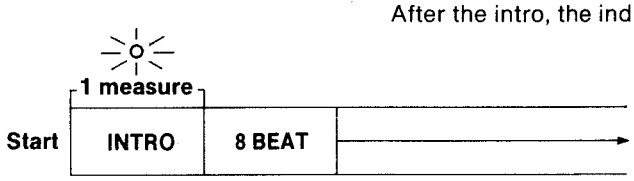
- For a 3-beat rhythm, select **WALTZ** or **JAZZ WALTZ**.

FILL IN & INTRO

This feature lets you use a one-measure drum solo (or "fill") as an introduction to a song, or to connect different sections of a song. Using the **8 BEAT** rhythm, let's see how this works.

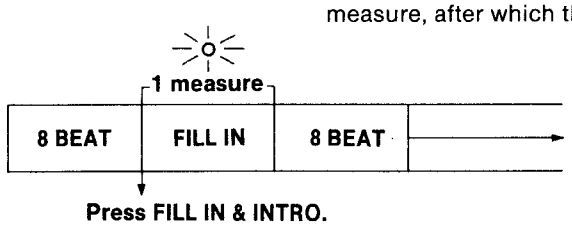
As an intro (introduction):

1. Press **8 BEAT**.
2. Press **FILL IN & INTRO**—indicator lights up.
3. Start the rhythm (press **START/STOP**). You'll hear the drums start with the intro and continue on to the **8 BEAT**. After the intro, the indicator light goes out.



As a fill-in:

1. Press **8 BEAT**.
2. Start the rhythm.
3. Whenever you want the "drummer" to "fill-in", press **FILL IN & INTRO**—the fill-in is immediately played for one measure, after which the **8 BEAT** rhythm resumes.



ENDING

If this button is pressed at the end of a rhythm tune, one measure of the ending pattern will sound, and then the rhythm will stop.

- The ending patterns for the bass and chords of the **AUTO PLAY CHORD** (explained later) are also produced by pressing this button.

ONE TOUCH PLAY

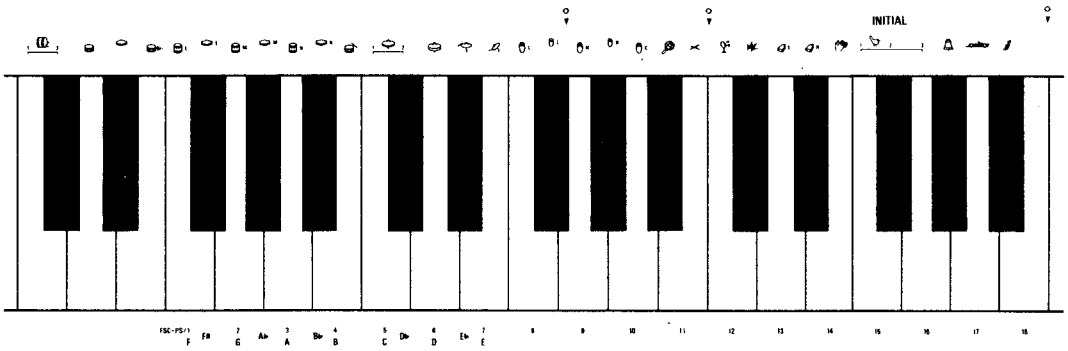
If this button is pressed, the appropriate tone and effect registration for the rhythm chosen are automatically set. Therefore, immediate play is possible if a rhythm is selected and this button is pressed for several seconds until the indicator stops flashing.

- If the **AUTO PLAY CHORD** has not been selected, the mode is automatically set to the **ADVANCED** mode when **ONE TOUCH PLAY** is pressed on.

⑩ Keyboard Percussion

Press on the **KEYBOARD PERCUSSION** button, in the **RIGHT TONE** block, to turn your keyboard into a whole band of percussive instruments and other special sounds.

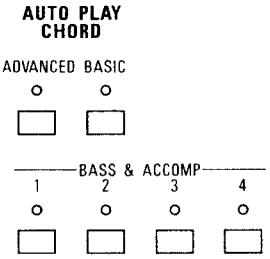
- When **KEYBOARD PERCUSSION** is turned on, the tones selected by the **RIGHT TONE** and **LEFT TONE** buttons are not available.
  To return the keys to the normal sound, press one of the tone buttons in the **RIGHT TONE** block.
- The volume of the **KEYBOARD PERCUSSION** section is controlled by the **RIGHT** buttons of the **BALANCE** section.



⑪ Auto Play Chord

ENGLISH

Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays the chord (**ACCOMP**) and bass voices (**BASS**) matched to the rhythm.
This function features two modes, **BASIC** and **ADVANCED**.



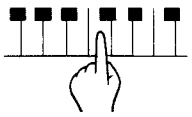
The keyboard is automatically split; the left keyboard is used to specify the chords, and the right keyboard is used to play the melody.

■ **BASIC mode**

- **With rhythm stopped:** The **ACCOMP** and **BASS** of the specified chord sound.
  The tones become those selected when storing the **ACCOMP** and **BASS** parts of the **PLAY SEQUENCER** (explained later).
- **With rhythm started:** The **ACCOMP** and **BASS** of the specified chord become the automatic accompaniment in tones matching the rhythm.

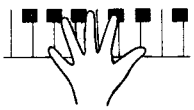
Chords can be formed with either the "one-finger" mode or "fingered" mode.

one finger



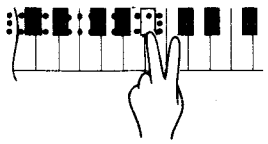
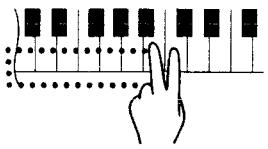
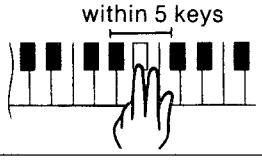
When only one key on the left section of the keyboard is pressed, the major chord and bass note of the depressed root note sound as the automatic accompaniment.

fingered



When a chord is played on the left keyboard, the chord and its bass note become the automatic accompaniment.

■ With the one-finger mode, when one key is pressed, the major chord sounds. However, minor, seventh and minor seventh chords can also be produced.

minor chord	seventh chord	minor seventh chord
Play the chord key plus a black key to the left of it.	Play the chord key plus a white key to the left of it.	Play the chord key plus one black key and one white key to the left of it (within five notes of the chord key).
Example: Cm 	Example: C7 	Example: Cm7 within 5 keys 

- With the rhythm on, the **BASS** and **ACCOMP** continue to sound in the specified chord until another chord is played.
- The **LEFT TONE** button is automatically turned off when the **BASIC** mode is selected. You can then select a **LEFT TONE**; but if you do, the one-finger chord function will not work.
- Touch response does not function on the left section of the keyboard.

■ **ADVANCED mode**

With rhythm stopped: As when the **AUTO PLAY CHORD** is off, **BASS** and **ACCOMP** voices are not produced.
With rhythm started: The specified chord's **BASS** voice and chord (**ACCOMP**) are played automatically in voices matched to the rhythm.

- Play chords with at least three keys. If the piano cannot determine the chord, the **BASS** and **ACCOMP** will sound in the previously determined chord until a new chord is determined. This means that the melody can be played on the left keyboard without changing the chord if no more than two keys are pressed simultaneously.
- When keys on the left part of the keyboard are pressed, the corresponding notes are played. However, these notes may be turned off so that only the **ACCOMP** and **BASS** notes are played. Simply press the **LEFT TONE** button.

■ **Pattern and volume**

Four different accompanying patterns can be selected with the **BASS & ACCOMP** buttons.
Adjust the **BASS** and **ACCOMP** volumes with their respective **BALANCE** buttons.

- The **1** and **3** buttons produce rhythmic patterns, and the **2** and **4** buttons produce melodic patterns.
- For the **MARCH/COUNTRY** rhythm, buttons **1** and **2** produce march patterns, and buttons **3** and **4** produce country patterns.

■ **Chords that can be determined**

For each note, the following chords can be determined.

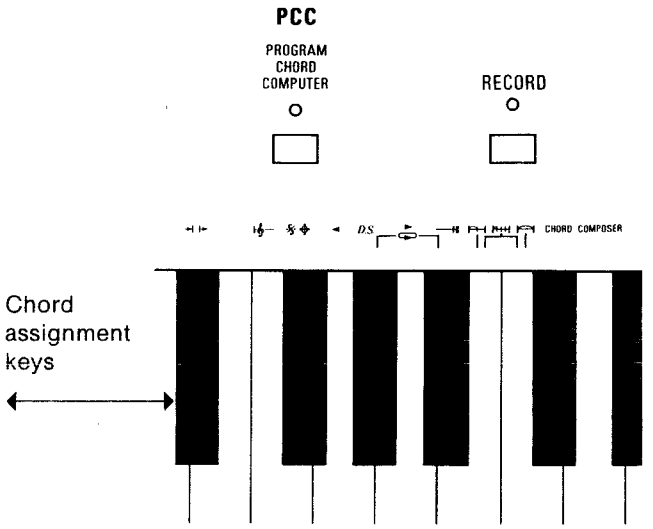
- Chords in brackets may have different root notes depending on the inversion.

  C, C7, CM7, (Caug), Caug7, C$^{\flat 5}$, (C7$^{\flat 5}$), Cm, Cm7, (Cdim7), Cm$^{\flat 5}$, Cm7$^{\flat 5}$, CmM7, (Csus4), C7sus4

⑫ Program Chord Computer

PROGRAM CHORD COMPUTER is a function which can be used to preset chord progressions, rhythm sequences, fill in & intros and ending for automatic playing whenever required. This enables you to fully focus your concentration on playing the melody with both hands while the computer adds all accompaniments and rhythms.

In addition to the **PCC** and **RECORD** buttons, nine keys on the right part of the keyboard may also be used.



NOTE: A total of 170 chord entries may be made before the built-in computer memory is full. A quarter-measure ( ) or *D.S.* key is counted as two chords. When the computer memory is full, short beeps will sound.

The **PCC** button prepares the computer for the storage of the chords of your choice (after **RECORD** is pressed).

The nine keys are used for the actual process of storing chords in the computer. Here is what they do:

stores a chord for an entire measure (one chord per measure).

stores a chord for a half-measure (two chords per measure).

(pressing two keys at a time) stores a chord for a quarter-measure (four chords per measure).

Amend keys (► ◄) are used to correct individual chords in a sequence, or to change chords already in the memory bank.

can be pressed when you wish to start programming over from the beginning.

(end) is pressed when the entire chord sequence is stored.

(pressing two keys at one time) completes storage so that performances can be automatically repeated.

allows you to input a pause at any time during the recording. This pause is reproduced when the recording is played back.

The use of the and *D.S.* keys allows you to store chords according to the music, making storage operation easy. This is explained later in detail.

It's possible to store these types of chords:

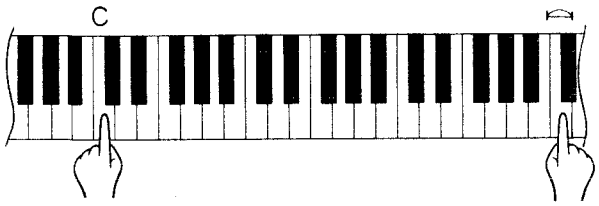
Major	Minor	Seventh	Minor Seventh	Augmented	Diminished Seventh	Minor Seventh Flat Fifth	Major Seventh	Minor Major Seventh	Seventh Suspended Fourth
C	Cm	C7	Cm7	Caug	C°7 or Cdim7	Cø or Cm7♭5	CM7 or Cmaj7	CmM7	C7sus4

- If you try to store a chord not shown above, it will be converted to the storable chord which sounds the closest.

Storing chords in the computer

■ For practice, try storing the following chord progression.

1. Press the **RECORD** button. The indicator will flash.
2. Press the **PCC** button. The indicator will flash slowly.
3. Press and hold the C-chord, either as a one-finger or fingered mode. While holding the C-chord key(s), press the key marked .
   - The chord sounds while you're holding it; as you press the key, you'll hear a "beep"—this tells you the chord is now in the memory. ALWAYS REMEMBER: When you hear the chord you want, THEN press or .



4. While holding down F-chord, press the key.
5. While holding down G-chord, press the key.
6. While holding down C-chord, press the key.
7. Press the (end) key. This closes the memory to further storage, and turns off the **RECORD** button. The indicator for the **PCC** button stays on, however.

Other facts you should know about storing chords...

- To store "no chord" (N.C.) press the or key, as necessary, without playing a chord.
- If the key is pressed twice while playing a chord, that chord will be stored for two measures.
- When using the one-finger mode to store minor or seventh chords, press a black or white key to the left of the depressed major chord key.

■ When the programmed chord sequence is automatically played back, it stops after one play. For repeat automatic play, follow the procedures below in step **7** above.
- To repeat the programmed chord sequence until the rhythm is stopped:
  Instead of the key, press the keys (pressing the *D.S.* and keys at the same time).
- To specify the number of repetitions (up to 8 times):
  While holding the *D.S.* key down, press one of the keys **2** to **8** corresponding to the number of repetitions (e.g. the **3** key to repeat 3 times). Then press the key.

■ If you press the key when storing the chord sequence, the sequence will stop at the first beat of the next chord during automatic playback. Pressing the **START/STOP** button resumes the sequence at the chord next to the stopped one.
- For example, press the G7 , , C and Am keys for storage. When automatically played back, the chord sequence stops at the first beat of the C chord after the G7. Pressing the **START/STOP** button resumes the sequence at the Am chord.

Playing the programmed chords

- Set to **AUTO PLAY CHORD** (either **BASIC** or **ADVANCED**).

After making sure the **PCC** indicator is on, start the rhythm of your choice. The stored chords are automatically repeated in sequence for the correct number of measures.

When you are playing a programmed chord sequence and you wish to replay a certain part of the program—maybe you missed a melody note—press the **START/STOP** button. This stops the rhythm and the chords; at the same time, the program returns to the beginning of the chord sequence, allowing you to restart and play again.

Modifying or correcting programmed chords

Suppose you wanted to change the F chord in the example to a Dm—here are a couple of ways you could do it.

Using the automatic rhythm

1. Press the **RECORD** and **PCC** buttons.
2. Press **START/STOP** to begin the chord sequence with the rhythm.
3. Stop the rhythm when the sequence reaches the F chord.
4. Play and hold the D key and a black key to the left of it, and press the key. The new chord is now in the position of the original chord.
5. Press **PCC** again.

Using the forward (►) or back (◄) keys

1. Press the **RECORD** and **PCC** buttons.
2. Press the ► key once for each chord from the start of the program. In this case, the F is the second chord in the sequence; watch the example and press ► twice.
3. Stop when you hear the chord you want to change.

Steps 4 and 5 as above.

The ◄ key is used the same way when you want to move one chord at a time from the end of the program to the beginning.

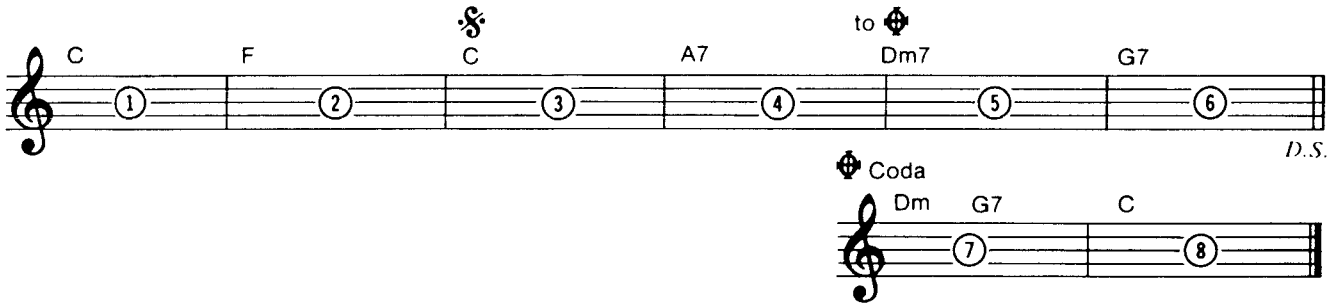
Other facts you should know about changing chords...

- The ► and ◄ keys operate only when the rhythm is stopped and the **RECORD** and **PCC** buttons are pressed.
- Each press of the ► key advances the sequence one unit and each press of the ◄ key moves the sequence back one unit, whether the unit is a whole measure, a half-measure, or a quarter-measure.
- Should you enter the wrong chord, press the ◄ key once and enter the correct chord.

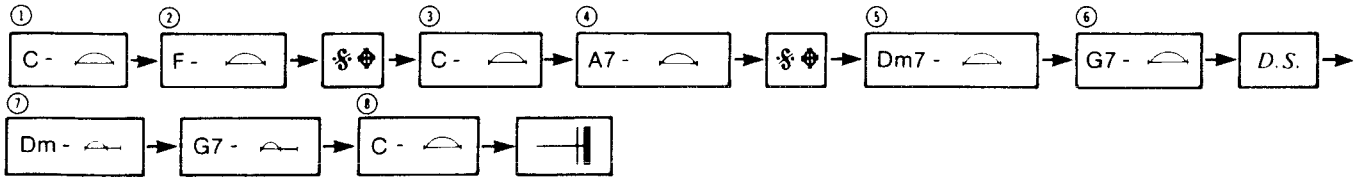
ENGLISH

Using the 𝄋 ⊕, *D.S.* keys

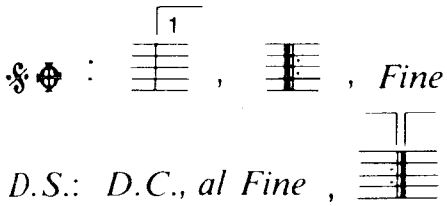
After pressing the symbol keys according to the music sheet, the chord of the measure is stored. Let's try to store the following music.



The memory procedure is as follows.

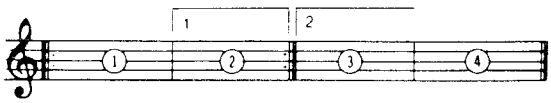


Music written with repeat marks other than 𝄋, ⊕ and *D.S.* can be stored with the following correspondence.

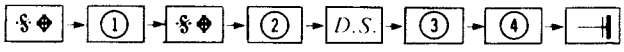


(For 𝄆, press the 𝄋 ⊕, *D.S.* keys in succession.)

Example



The memory procedure is as follows:



The following kinds of music cannot be stored by using 𝄋 ⊕, *D.S.* keys.

- When the position of 1 and "to ⊕" are the same.
- When the ranges of two repeats overlap.
- When the position of 𝄆 and *D.C.* or *D.S.* are the same.

Storing the rhythm

Not only chord progressions, but also rhythm changes, **FILL IN & INTRO**, **ENDING** and **BASS & ACCOMP** patterns can be stored in the **PROGRAM CHORD COMPUTER**.

■ **Storing rhythm and BASS & ACCOMP pattern changes**
Before storing a chord, press the **RHYTHM** and/or **BASS & ACCOMP** buttons. A beep will sound and the rhythm and patterns will be stored at the beginning of subsequent measures. These stored rhythms and patterns will be repeated until different rhythm and **BASS & ACCOMP** patterns are selected.

■ **For FILL IN & INTRO storage:**
Pressing the **FILL IN & INTRO** button at the beginning of a song stores intro. Pressing the button after storage of a chord stores the fill-in for one measure starting at the beginning of the chord.

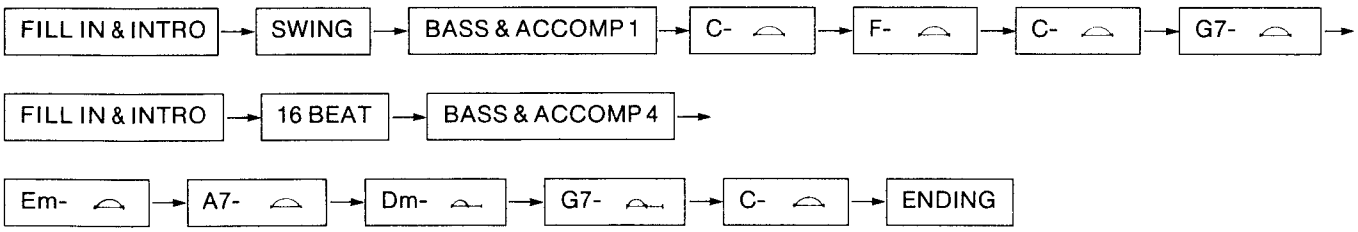
■ **For ENDING storage:**
If the **ENDING** button is pressed at the end of a song, the last chord will be stored as an ending pattern. (The **RECORD** button will be turned off.)

- Up to 25 selections of rhythm and **BASS & ACCOMP** patterns can be stored. (Storing rhythm and **BASS & ACCOMP** patterns in sequence is counted as one selection.)
- If the chords are not specified and only the rhythm changes are input, the **PROGRAM CHORD COMPUTER** works as a rhythm sequencer.
- Even when the chords are specified, with the **AUTO PLAY CHORD** off, the **ACCOMP** and **BASS** do not sound; only the programmed rhythm changes are produced.

Let's store the following:

Chord		C	F	C	G7	Em	A7	Dm G7	C
FILL IN & INTRO, ENDING	**INTRO**				**FILL IN**				**ENDING**
RHYTHM		**SWING**				**16 BEAT**			
BASS & ACCOMP		**1**				**4**			

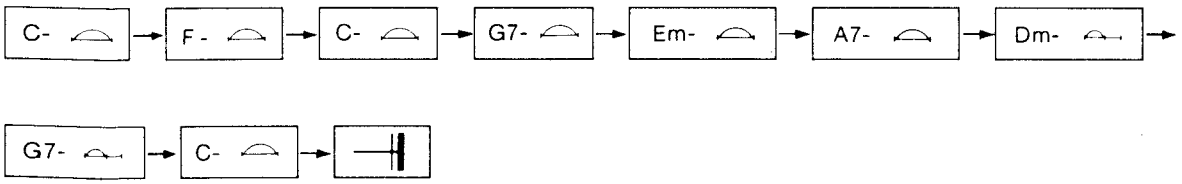
After first pressing the **RECORD** button, then the **PCC** button, perform the storage operation as follows:



- If only the chord progression was stored, rhythm and **BASS & ACCOMP** patterns can be added to the memory later as part of a selection.

Let's store the previous example, first storing the chords only and then adding rhythm and **BASS & ACCOMP** patterns.

1. First, store only the chords.



2. Press the **RECORD** button and then the **PCC** button.
3. Press the **FILL IN & INTRO** button.
4. Press the **SWING** button.
5. Press the **BASS & ACCOMP 1** button.
6. Press the forward key (►) four times to advance the chord to the G7 position.
7. Press the **FILL IN & INTRO** button.
8. Press the **16 BEAT** button.
9. Press the **BASS & ACCOMP 4** button.
10. Press the forward key (►) six times.
11. Press the **ENDING** button.

⑬ Play Sequencer

With the **PLAY SEQUENCER** you can store the melodies you played with their registration changes for automatic playing. Performances can be stored in the following four parts.

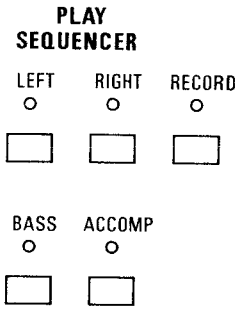
RIGHT: Stores the performance played with the tones and effects for the **RIGHT** part.

LEFT: Stores the performance played with the tones and effects for the **LEFT** part.

ACCOMP: Stores the accompaniment part.
- Up to four notes can be stored at the same time.
- When the **ACCOMP** part is stored with the **AUTO PLAY CHORD** off, up to 8 notes sound from the **RIGHT** and **LEFT** parts combined.

BASS: Stores the **BASS** part.
- Only single notes can be stored.

Automatic playing using these four buttons will produce the effect of four keyboards performing simultaneously.



- The Touch Response is also stored.
- While storing the **ACCOMP** or **BASS** part, the tones in use are indicated on the **RIGHT/ACCOMP TONE** or **LEFT/BASS TONE** panel. Tones can be modified by changing the panel setting.
- The **TRANSPOSE** and **TEMPO** settings in effect at the time storage is completed are also recorded. However, if the buttons are pressed or the sliding control is moved during playback of the performance, the key or tempo will change to that manually determined by the respective control.
- You can create a library of your performances by storing them using either optional memory cards or the Digital Disk Recorder.

Let's store the following song.

Registration
RIGHT....TRUMPET **LEFT....HARP** **RHYTHM....16 BEAT** **TEMPO....** ♩ = **120**

ACCOMP....STRING ENSEMBLE **BASS....ELECTRIC BASS**

Melody I (**RIGHT**)

Melody II (**LEFT**)

ACCOMP

BASS

For storage

Registration

Set the tones and effects for the song to be stored.

- Turn the **AUTO PLAY CHORD** off when you want to store only a melody in the **LEFT** part.
- If an introduction is needed, turn on the **FILL IN & INTRO** button.
- If **PLAY SEQUENCER** storage operation is performed, this setting will be automatically stored.
- If necessary, store in advance the **PROGRAM CHORD COMPUTER**, etc.
- Set the tones for the **ACCOMP** and **BASS** parts in step **4** of the procedure immediately following.

To store each part separately (multiplex storage)

1. Turn off all four **PLAY SEQUENCER** buttons.
2. Press the **RECORD** button. The indicator will flash.
3. Press the **PLAY SEQUENCER** button for the part to be stored first. The indicator will flash slowly.
4. Play the part to be stored.
   - All parts can be stored using the entire keyboard.
   - Tones and effects can be changed any time before or during the performance.
5. After playing the part, press the **PLAY SEQUENCER** button for the next part to be stored. The indicator will flash slowly.
   - The rhythm automatically stops.
   - Check at this time that the indicator for the previously stored part is still lit.
   - Instead of step **5**, you may press the **RECORD** button to turn it off. Then press the button again (the indicator will flash) and press the **PLAY SEQUENCER** button for the part you wish to store next. Its indicator will then flash slowly.
6. Pressing the **START/STOP** button begins the automatic performance of the previously stored part, to which you can add a second part.
   - You can also begin a song which has no rhythm by pressing the **START/STOP** button.
   - To store one portion of a song, press the button for the part to be stored next. You need not wait for the automatic performance to be completed. In this case, do not stop the rhythm.
7. Repeat steps **5** and **6** to complete storage in the other **PLAY SEQUENCER** buttons.
8. Press the **RECORD** button to turn it off.

For automatic performance of the stored contents

1. Press the **PLAY SEQUENCER** button to turn on the part you wish to perform automatically.
   - Make sure that only the **PLAY SEQUENCER** indicator for the part you wish to perform automatically is lit. (If the **PLAY SEQUENCER** button for any other part is turned on, the wrong melody may be played or the rhythm may stop during performance.)
   - If a memory card is not inserted, instead of pressing the **PLAY SEQUENCER** button, you can press the **FSC** button to turn it on and then press the **PS/1** key. In this case, **TRANSPOSE** and **TEMPO** are also set.
2. Start the rhythm for automatic performance of the selected part.
   - Press the **START/STOP** button to begin a song which has no rhythm.
   - If the **AUTO PLAY CHORD** is off, do not turn the **ACCOMP** buttons on and off during the performance.

ADVANCED APPLICATIONS

To store two parts together

LEFT and **RIGHT** parts may be stored together at the same time.

1. Turn off all four **PLAY SEQUENCER** buttons.
2. Press the **RECORD** button. The indicator will flash.
3. Press the **LEFT** and **RIGHT** buttons you wish to store. The indicators will slowly flash.
4. The keyboard splits into left and right sections. Play the two parts at the same time.
   - If the keyboard has not been split, the piano will automatically split it at C3. If this is not desired, select the split position with the **KEY SPLIT** button.
5. Press the **RECORD** button when finished playing to turn it off.

To modify previously stored parts or add a solo part

1. Turn on the **PLAY SEQUENCER** button for the part to be automatically played.
2. Press the **RECORD** button. The indicator will flash slowly.
3. Press the **PLAY SEQUENCER** button for the part to be replaced. The indicator will flash slowly.
   - Check at this time that the indicator for the part to be automatically played is still lit.
4. Pressing the **START/STOP** button begins automatic performance of the stored part which may be modified or added to.
   - You can also begin a song which has no rhythm by pressing the **START/STOP** button.
5. After playing, press the **RECORD** button to turn it off.

Storage capacity

The following is the number of notes that can be stored.

Part	Approx. number of notes	
LEFT	1000	2000*
RIGHT	1000	
ACCOMP	500	
BASS	300	

*If only **LEFT** or **RIGHT** will be used, the storage capacity can be doubled.

1. Press the **RECORD** button.
2. Press the **PLAY SEQUENCER** button to be used. The indicator will flash slowly.
3. Press the **FSC** button and turn it on.
4. Press the white **2** key on the keyboard.
   - If the white key **PS/1** is pressed, the mode will return to the original one.
   - The part and mode are shown on the **MUSICAL DISPLAY**.

   Part r ...**RIGHT**
   L ...**LEFT**
   Mode 1 ...original
   2 ...double
5. Press the **FSC** button again to turn it off.

- Data such as tone changes etc. can be stored per part, but will reduce the storage capacity accordingly.
- **How to count the number of notes**
  The cycle of one key being pressed and released is counted as one note.

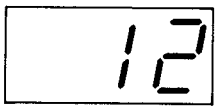
MUSICAL DISPLAY

The remaining storage capacity is shown on the **MUSICAL DISPLAY**.

- When the remaining storage capacity is 1000 notes or more, the number indicated on the display is 1/100 of the remaining storage capacity.
- E rr is displayed when no more storage is possible.
- When the **RIGHT** and **LEFT** parts are stored simultaneously, the number of notes displayed is for the part with fewer notes remaining.

In this example, an additional 1200 notes can be stored.

MUSICAL DISPLAY



- The rhythm tempo can be freely adjusted during playback. Therefore, it is possible to store contents by playing the keyboard slowly.
- If new songs are stored over songs already stored, the previously stored songs are cleared.

Registration storage

■ **Registration storage**

When **PLAY SEQUENCER** storage operation is performed, the contents set before the **RECORD** button is pressed are automatically stored in the memory.

■ **Modification of the stored registration**

To modify the registration for a song already stored in one of the **PLAY SEQUENCER** buttons:

1. Press the **RECORD** button. The indicator will flash.
2. Press the **PLAY SEQUENCER** button for the part you wish to modify. The indicator will flash slowly.
3. Set the registration you wish to store.
4. Press the **RECORD** button to turn it off.

■ **Storage of changes in registration during performance**

Changes in tone and effects can be stored for each part.

Ensemble performance

LEFT and RIGHT

You can also play manually during automatic performance of the accompaniment and melody parts to produce an ensemble-like effect.

Priorities for playback

RIGHT and LEFT:

Manually played sounds are given priority. The remaining storage capacity is used for playback with the **PLAY SEQUENCER**.

ACCOMP:

If the **PLAY SEQUENCER** is turned on, chord data is ignored and the **ACCOMP** patterns stored in the **PLAY SEQUENCER** memory are played.

BASS:

As with **ACCOMP**, if the **PLAY SEQUENCER** is turned on, chord data is ignored and the **BASS** patterns stored in the **PLAY SEQUENCER** memory are played.

Storing the KEYBOARD PERCUSSION

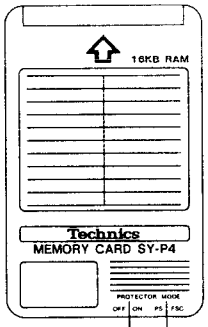
The **KEYBOARD PERCUSSION** sounds are stored in the **RIGHT** and/or **ACCOMP** part.

⑭ Optional Memory Card SY-P4

ENGLISH

Your performances or registrations can be recorded on optional memory cards for storage.
These cards have two modes, **PS** (**PLAY SEQUENCER**) and **FSC** (**FULLBAND SETTING COMPUTER**), which can be selected with the **MODE** switch.

- Only one mode, **PS** or **FSC**, can be used per card.
- The settings of **TRANSPOSE** and **TEMPO** are also recorded. If the buttons are pressed or the slide control is moved during playback, these effects will be changed to manual control.



MODE switch

PROTECTOR switch
Set to **ON** to avoid accidental erasure of stored data.

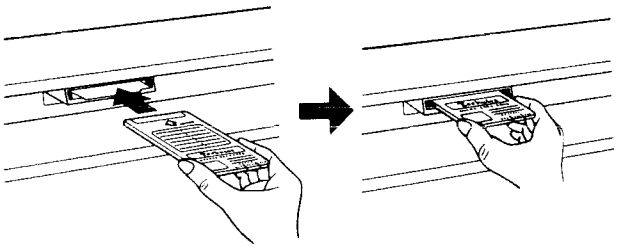
PS mode	One **PLAY SEQUENCER** performance (same storage capacity as the piano's internal memory)
FSC mode	20 performances worth of registrations not including **PLAY SEQUENCER** data

PS mode

Storage

Performance data are first stored in the piano's memory, and then transferred to the memory card.

1. Preparing the memory card.
   1) Set the memory card's **MODE** switch to **PS** and the **PROTECTOR** switch to **OFF**.
   2) Insert the memory card securely into the slot on the right side of the panel on the piano.
2. Store the performance data in the piano's memory. (Refer to ⑬.)
3. Transfer the contents of the piano's memory to the memory card.
   1) Press the **RECORD** button. The indicator will flash.
   2) Press the **FSC** button. The indicator will flash slowly.
   3) Press the white **PS/1** key.



Playback

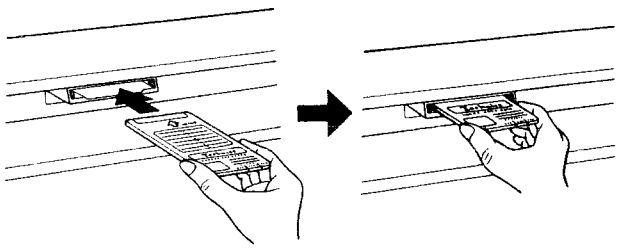
1. Insert the memory card with the stored performance data into the slot.
2. Turn on the **FSC** button.
3. Press the white **PS/1** key.
4. Press the **START/STOP** button. The stored song will be played back automatically.

- Performing these procedures changes the piano memory contents to the data stored on the memory card.

FSC mode

Using the **FSC** (**FULLBAND SETTING COMPUTER**), twenty selections of registration (tones, effects, rhythms and their combinations) or **PROGRAM CHORD COMPUTER** data can be stored and easily recalled as required.

Storage



1. Set the memory card's **MODE** switch to **FSC** and the **PROTECTOR** switch to **OFF**.
2. Securely insert the memory card into the slot on the right side of the panel on the piano.
3. If necessary, store the chord progressions, etc., in the **PROGRAM CHORD COMPUTER**. (Refer to ⑫.)
4. Set tones, effects, rhythms, etc.
- If an intro is required, turn on the **FILL IN & INTRO** button.
5. Press the **RECORD** button.
6. Within 5 seconds press the **FSC** button.
7. Within 5 seconds press any one of the white keys numbered **1** through **20**.

This stores registration data in the specified track number on the memory card.

- Similarly, data can be recorded in the remaining track numbers.
- If this step is repeated for a track number already used for recording, the previous registration data is erased and replaced with new data.

Playback

1. Insert the memory card into the slot.
2. Press the **FSC** button.
3. Press the white key to specify the track number which contains the registration data for the song to be played.

This completes the registration and/or chord progression data setting for the song to be played.

Precautions when using the memory card

1. The memory card includes electronic components such as ICs and should never be dropped or hit.
2. Do not touch the connector directly (with a pin or other pointed tool, for example).
3. Never try to disassemble the memory card.
4. Do not subject the memory card to extreme temperatures or humidity.
5. Never expose to or discard in fire.
6. Always store in the case when not in use.

- If the memory card's battery runs out, the stored contents will be cleared and new contents cannot be stored.
  If the battery runs out, please consult with your local dealer. There is a charge for having the battery replaced. At normal temperatures, the life of a new battery is about 3 years.
- Note that in the process of replacing the battery, the stored contents of the memory card are cleared. To preserve the contents of a memory card, first make a copy (in the piano's internal memory or in another memory card) before the battery is consumed. The battery can then be removed and replaced with a new one.

■ The memory card allows storage of your performance in either the **PS** mode or the **FSC** mode.

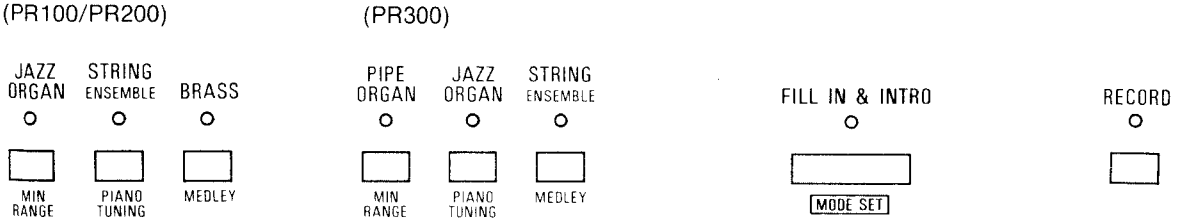
■ To perform the stored contents, be sure to use the mode in which they were stored.

- When the other mode is used, either the stored contents cannot be performed or the digital piano may not operate properly.

When the digital piano does not operate properly:

1. Press the **FSC** button to turn it on.
2. Press the **INITIAL** key.

⑮ Setting Other Modes



Using the three **LEFT TONE** buttons and the **BALANCE** buttons, the following functions can be set.

1. Press the **RECORD** button. The indicator flashes.
2. Press the **MODE SET** (**FILL IN & INTRO**) button. The indicator flashes slowly.
3. Set each mode.

■ **MIN RANGE**
Pressing this button on broadens the range at low volumes. If a key is pressed very slowly, it may not produce any sound.

■ **PIANO TUNING**
When this button is on, the sound is a little lower for low notes and a little higher for high notes as on a regular piano. When it is off, the tuning is even.

■ **MEDLEY**
When this button is on, the contents of the optional memory card are performed repeatedly.
With this button on when playing back a **NORMAL 1** mode disk on an optional Digital Disk Recorder, ten consecutive songs will be played in order, starting with the song selected.

■ **BALANCE**
Choose from among 4 preset volume levels and set the maximum volume level for each part using the ▲ and ▼ **BALANCE** buttons.

4. Once the required modes have been set, press the **RECORD** button again to turn it off.

- Modes set using these procedures will not be recorded in the **PLAY SEQUENCER** or the **FULLBAND SETTING COMPUTER**. **MEDLEY** will be cancelled when the power is turned off.

⑯ Symptoms which appear to be signs of trouble

The following changes in performance may occur in the Technics digital piano but do not indicate trouble:

Phenomenon	Remedy
The buttons, keys, etc. malfunction.	•Press the **FSC** (**FULLBAND SETTING COMPUTER**) button to turn it on, and then press the **INITIAL** key on the keyboard. •If the buttons and keys do not return to normal, turn off the **POWER** once, then on again. Turn on the **FSC** button and press the **INITIAL** key.
No sound is produced when the keys are pressed.	No sound is produced when the **LEFT** and **RIGHT** indicators in the **BALANCE** section are off. Press the ▲ buttons.
The keys on the left keyboard do not sound.	When no **TONE** indicator is lit for the left section, the left keyboard keys do not sound. Select and press a **TONE** button for the left keyboard.
The normal sound is not produced when the keys are played. Instead, the sounds from rhythm instruments are heard.	When the **KEYBOARD PERCUSSION** button in the **RIGHT TONE** block is on, the sounds of the percussive instruments indicated above the keys are produced. To return to the normal piano sound, select a different tone in the **RIGHT TONE** block.

Phenomenon	Remedy
When many keys are pressed at the same time, not all of them sound.	When the **AUTO PLAY CHORD** is off, the maximum number of notes which can sound simultaneously from the combined right and left keyboards is 12. When the **AUTO PLAY CHORD** is on, the maximum is 8 notes.
Sustain does not work, even when the sustain pedal is pressed.	Sustain is set separately for the right and left sections. Turn the **SUSTAIN PEDAL** button on for either or both parts.
The rhythm does not start.	•When a **PLAY SEQUENCER** button is on and a song without any rhythm is stored, the rhythm does not start. •When the clock mode is set to **MIDI CLOCK**, the rhythm does not start if no MIDI clock signal is received from another instrument. When using only the piano, return the clock mode to the internal clock, for example by turning off the **POWER** once.
The rhythm (**DRUMS**), **ACCOMP** or **BASS** does not sound.	There are **BALANCE** buttons for each part; when the **BALANCE** indicator is off, no sound is produced for that part. Push the ▲ button.
Nothing is stored in the **PROGRAM CHORD COMPUTER** or **PLAY SEQUENCER**.	Selections must be made within 5 seconds after the **RECORD** button is pressed. After 5 seconds the **RECORD** button turns off and no further storage is possible.
Nothing is stored in the **PROGRAM CHORD COMPUTER**.	When storing chords, press a measure key ( ) while holding down the chord. Be sure that the chord is not released until after the measure key is pressed.
When playing back the **PROGRAM CHORD COMPUTER**, the accompaniment is not performed.	When the **AUTO PLAY CHORD** is off, the **BASS** and **ACCOMP** do not sound; only the rhythm changes are performed. To play back the accompaniment, select an **AUTO PLAY CHORD** mode (**BASIC** or **ADVANCED**).
The **RECORD** and **PLAY SEQUENCER** indicators are flashing slowly, but storage is not performed.	•Storage is not possible when the **FSC** button is on. Turn it off before storing. •If another **PLAY SEQUENCER** indicator is lit, press the **START/STOP** button for automatic performance of the stored part. Another part can then be stored.
When playing back the **PLAY SEQUENCER**, a fast rhythm tempo becomes slower.	This may happen when an extremely large number of notes are programmed to be played at one time. Slow down the tempo, or decrease the number of notes to be played at one time.
When the operation to play back from the optional memory card is performed, the contents of the piano's internal memory are erased.	When performing the playback operation from a memory card, the piano's internal memory changes to that stored in the memory card. To preserve a song in the piano's memory, store it in a memory card.
Noise from a radio or TV can be heard.	This sometimes occurs when electrical equipment such as a radio or TV is used near the piano. Try moving such electrical equipment further away from the piano.
The cabinet becomes warm during use.	The piano has a built-in power source that heats the cabinet to some degree. This is not an indication of trouble.

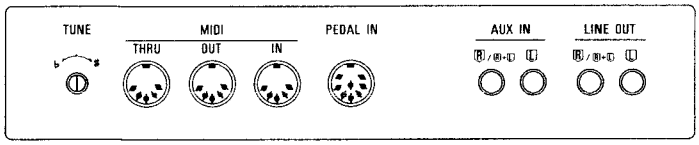
⑰ Options and Connections

This page shows the optional accessories that are available for your Technics digital piano. These can make your instrument even more versatile and fun to play.

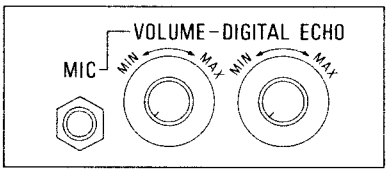
Also indicated are the many possible connections to the rear accessory panel.

ENGLISH

(On the rear of the piano)



(Below the keyboard)



(PR300)

TUNE
During an ensemble performance with other instruments, fine adjustments of pitch can be made using this knob.

PEDAL IN
Connect the cord from the included stand to this terminal.

AUX IN
Other instruments such as a rhythm machine or sound module can be connected to the piano so that the sound is output from the piano. To receive monaural sound, connect instruments to the Ⓡ/Ⓡ+Ⓛ terminal.

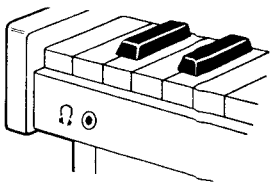
LINE OUT
By plugging into a Technics Tone Cabinet or a high-power amplifier, the sound can be reproduced at high volume. (Use the Ⓡ/Ⓡ+Ⓛ terminal when outputting monaural sound.)

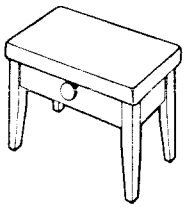
MIC
The piano will accept a microphone of the uni-directional type. This type of microphone reduces feedback to the minimum (PR300).

MIC VOLUME balances instrumental or vocal sounds fed into the microphone with the loudness of the piano (PR300).

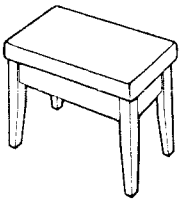
DIGITAL ECHO is used to adjust the amount of echo (PR300).

PHONES (🎧)
For silent practice headphones may be used. When plugged in, the speaker system is automatically switched off, and sound is heard only through the headphones.

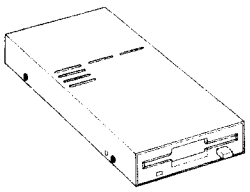




SZ-CP1
Bench (optional)



SZ-CP2
Bench (optional)



SY-FD3
Digital Disk Recorder (optional)

SY-P4
Memory Card (optional)